PlayStation
NTSC | U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SCUS-94604
94604
1 DISC
Carnage Heart
SONY
COMPUTER ENTERTAINMENT
ARTDINK

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US: 1-900-933-SONY (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
$4.95 for mailed out tips

Within Canada: 1-900-451-5757
$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time

SONY ONLINE http://www.sony.com

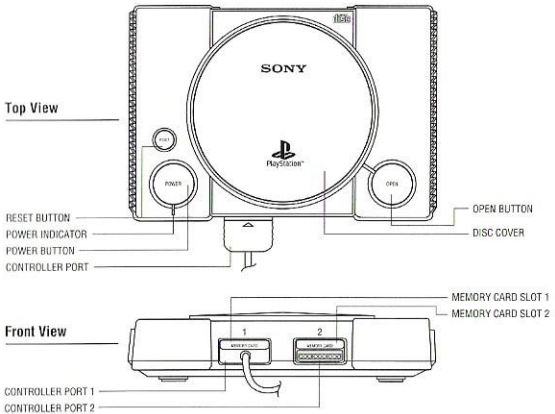
Our news is always hot! Visit our website and find out what's happening at Sony - new titles, new products and fresh tidbits about the PlayStation™ game console.

Table of Contents

Startup Information 2
Mission Briefing 3
A Brief History of the Jovian War . . 4
Time Line. 6
A Call to Duty 7
Basic Operations 8
Beginning a Game. 8
Starting a New Game 9
Loading a Saved Game. 9
Menu (Command Headquarters) . . . 10
Tactics 10
Deploy Units 11
Form Unit 11
Factory 12
Production. 12
Add Line 13
Upgrade 13
Unit Command 14
Base List. 14
Design 15
Select Card 15
Hardware . . . . . 17 - 18
Icon Descriptions. . . . . 17 - 18
Software 19
Chip Basics 20
Programming Tools 21
Test. 22
Negotiation. 25
Blue Prints 25
Research & Development (R&D) 26
Optimization 26
Information. 26
System 27
End Turn. 27
VS Battle 28
Game Hints 30
Credits 31-32
Warranty 33

Startup Information

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Carnage Heart disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



Before You Begin The Game:

To **SAVE DATA** in Carnage Heart, you will need to use a memory card (which is sold separately). A maximum of three games (5 blocks/1 game) can be saved on one memory card. Extra memory cards are needed to save more than three games.

Mission Briefing

The Carnage Heart: Mission Briefing disc included in the Carnage Heart game package is a tutorial disc that will walk you through the various functions of Carnage Heart. To watch the tutorial, place the Carnage Heart: Mission Briefing disc in the PlayStation game console and close the door. A menu will appear listing the various chapters of the Carnage Heart tutorial. Select the chapter you wish to view and push the X button. You can control the playback of the tutorial by using the following controller buttons.

X Button: Pause and resume the video playback.

L1 Button: Search backwards through the video.

R1 Button: Search forward through the video.

L2 Button: Skip back to the beginning of the current chapter. Pressing in succession will skip back to the beginning of previous chapters.

R2 Button: Skip to the beginning of the following chapter.

Select Button: Press the △ button to select a chapter from the list.

A Brief History of the Jovian War

By the year 2025, the human population of Earth had exhausted the planet's natural resources. The lack of resources combined with the residue of the rampant inflation of the late Twentieth Century created a growing schism between the rich and poor. Tension between the deprived and the privileged resulted in violent crime waves and uncontrollable rioting. World order was nearly gone and it looked like the downward spiral would end in the extinction of the human race.

In 2031, the remaining governments of the world looked to the stars for the answer. Led by the United States, several countries opted for expanding into space to gather the much needed resources that could end the worldwide crisis. The U.S. Space Mining division began operations on the moon and soon many other countries joined suit.

With so many interests intensified on the lunar surface, misunderstandings were inevitable. In June of 2032, a mining dispute between France and Brazil arose over an area of the moon known as Oceanus Procellarum (Ocean of Storms). This dispute led to a small-scale skirmish that quickly developed into a full-blown war. It looked as if the war would last for many years until France unleashed, for the first time ever, a "heavy armor unmanned robot" (now known as an Over Kill Engine or OKE). This new type of weapon proved to be highly effective and soon after it was deployed, Brazil surrendered.

The World Federation, a reformed United Nations, monitored the situation closely and quickly created a new bureau, the Space Mining Resource Probe Association (SMRPA). Peace was regained by assuring all countries involved that mining operations would be regulated to be safe and fair. With this agreement, a new order came to the world.

Twenty-eight years later, in 2059, the human race, which had already exhausted the resources of the moon and Mars, was forced to locate new sources of minerals. Feedback from mining probes sent to Jupiter showed that three of its moons: Callisto, Europa and Ganymede offered abundant mining opportunities.

Unfortunately, this opened a new era of human greed.

A Brief History of the Jovian War

The super-powers of the world stepped up their espionage activities in order to obtain mining rights first. Upon increased SMRPA surveillance of these activities, they discovered several unscrupulous acts being carried out were not those of a nation, but of a single corporate group. The object of the SMRPA's scrutiny is the Drakken Group, the leading force of the capitalist sector.

The Drakken Group is a huge conglomerate comprised of a few hundred of the world's largest corporations. Its net assets exceed $8.9 trillion. The Drakken group has contributed greatly over the years to space resource development, capital, and research. In return, they now demand their fair share of new contracts from the SMRPA.

Without the proper constraints, an inevitable event occurred. In trying to enforce the Mining Rights Policy, a World Federation ship fired upon a Drakken-owned space cargo ship. Although this action was necessary to prevent Drakken from gaining an unfair advantage in the market, the incident was deemed unnecessarily harsh by the public. Fanning the flames of the issue were the Drakken-based media teams using a controversial photograph of the incident provided by NASA.

To the average citizen, the photo represented proof of the overbearing nature of the SMRPA tactics. It was also a troubling glimpse of future events. The dispatch of a multinational force by the World Federation to Jupiter was made public by Drakken journalists. The situation degenerated further.

In September of 2073, in accordance with the Treaty of Belmia*, the World Federation found their only remaining course of resolution was to officially declare war on the Drakken Group. The Drakken conglomerate acknowledged this declaration and a war the likes of which had never been seen before broke out between the super-power nations of the World Federation and the enormous corporate conglomerate Drakken.

*The Treaty of Belmia - A treaty concluded in Belmia, Switzerland in 2036 three months after the infamous Ocean of Storms conflict. It stipulates that, in the case of any conflict or war not originating on Earth, all related destructive activities shall be prohibited on Earth.

Time Line of Events

2031	Long-term mining operations begin on the Earth's moon.
2032	Ocean of Storms conflict. A dispute between France and Brazil breaks out into a war over mining territory. It is the first time that OKEs are used in battle.
2035	SMRPA (Space Mining Resource Probe Association) is established by the World Federation.
2036	The Treaty of Belmia is concluded in Belmia, Switzerland.
2042	Mining operations on Mars begin.
2059	SMRPA discovers resources on three of the Jovian moons.
2072	Mitsuoka Advanced Behavioral Science Center unveils a new chip for use in military robots. This revolutionizes the OKE.
2072 (Jul)	A Drakken space cargo ship is lost.
2072 (Aug)	The attack by the World Federation on the Drakken ship is made public.
2072 (Nov)	The World Federation sends a multinational force to Jupiter.
2073 (Sep)	A war between the world's largest corporations and the World Federation nations breaks out.

A Call to Duty

The cool alpine air stings your face as you make your way from the transport ship to the entrance of the ISS Geneva Headquarters. You were never particularly fond of Switzerland, but when the Chief of Staff himself signs your orders, you learn to endure it. As you make your way to the elevator, you scan the brief once again.

"The situation is urgent. We have evaluated your personal history. Although you don't have any actual battle experience, your history of quick adaptation and strong learning skills indicate you will be well suited for this position. Your exemplary talents in battle tactics and programming also demonstrate your superior abilities."

You look up as the elevator doors open to the sixth floor. A familiar dark paneled office awaits you, with the usual dour faced guard. He recognizes you and waves you in. A waft of stale cigar smoke assaults your senses as you find a seat in the Third Command Room. A voice, gruff from years of choking down Panatelas, starts in on you before your chair warms to your touch.

"Effective immediately, you have been promoted and assigned as the 'First Commander' of the Europa operation. Obtaining control of Europa is vital to the World Federation. Your briefing and training begin tomorrow. Your participation is, of course, mandatory."

Without a say in the matter, your duty, rank and next assignment has been decided. This is your initiation into an insane war.

The three months you spent on your way to Europa is a blur. Hazy memories of kissing your family and friends goodbye and the deep cold darkness of cryo-sleep clouds your mind. As you feel the gravity of this sizable satellite affect your body, you become aware that it is still less than half of what you're used to on Earth.

As you proceed to the Europa Base, you survey the barren landscape that will be your home until your mission is completed. Littered about the horizon are the disfigured wrecks of OKEs from previous battles. They speak only of the failure of your predecessors. Above the horizon is Jupiter herself, dwarfing the headquarters building in a magnificent display of color that bathes the otherwise sterile form of the central command building.

Your mind snaps back to the task at hand as you enter the command room and make yourself at home. Your training on Earth has prepared you for this mission, it's now time to put that training to good use. There's a war to end all wars being fought for wealth, power and natural resources. You're fighting it just to get home.

Basic Operations

Carnage Heart is an extremely in depth military strategy game. By assuming the role of the First Commander, you become immersed in the world of 21st century battle tactics. To ensure your enjoyment of this game, we strongly recommend that you read this manual and the accompanying Programming Strategy Guide.

Basic controller functions are explained below:

Normal Menu Execution

○ button: cancel
⊗ button: select
Directional button: cursor movement
Select button: quit to title screen

Software Design

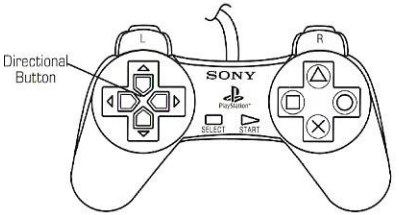
○ button: cancel/bring up the exit menu
⊗ button: select
R1 + directional button: screen scroll
R2 button: chip select screen
Directional button: cursor movement
Select button: quit to title screen

OKE Performance Test

Select button: call up setting menu
Start button: end test

During Battle

Select button: call up setting menu



Beginning a Game

Press the Start button either during or after the opening sequence to advance to the title screen. From the title screen you can start a new game by selecting "Start Game", continue a saved game by selecting "Load Game", or challenge a friend by selecting "VS Battle".

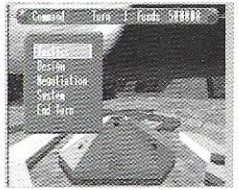
Starting a New Game

Once you've selected "Start Game", you will be asked which scenario you'd like to play. There are four scenarios to choose from. "Europa Practice" is the easiest scenario and is best for players who are not familiar with the game. Europa, Ganymede and Callisto (three of Jupiter's moons) are the other three scenarios in the game.

Loading a Saved Game

After you have selected "Load Game", the load screen will appear. At the load screen, select the memory card you wish to load from. "Slot1" for the memory card inserted in memory card slot 1 or "Slot2" for the memory card inserted in slot 2. After choosing a memory card, a screen displaying the available save games will appear. Select the save game you wish to load.

Command Screen



From the Command Screen you have access to the various sections of Carnage Heart.

Tactics: Command/deploy units and manage your factories.

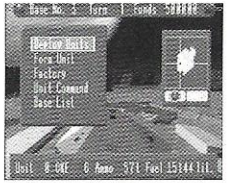
Design: Design the ultimate OKE to crush your opposition.

Negotiation: Contact weapon dealers to purchase the latest in warfare technology.

System: Save or load a game and adjust system settings.

End Turn: Selecting this command ends your turn and allows the enemy to move. A "Turn" is the unit of time used to measure game progression.

Tactics



In order to defeat the enemy, you must use superior tactics to capture all of the enemy bases within a certain region. To occupy an enemy base, you must send an OKE unit to the enemy base. If all of your bases are overrun by enemy OKEs, then your game is over. Use the various sections of the tactics menu to devise your winning strategy.

Deploy Units: Deploy your battle units of OKEs onto the battlefield.
Form Unit: Form a battle unit of OKEs from available OKEs at your current base.
Factory: Manufacture your weapons of destruction.
Unit Command: Give commands to battle units currently in the field.
Base List: Select a different base to give orders to.

Deploy Units

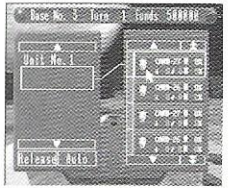
Use the deploy units command to deploy battle units stationed at your current base. After selecting the deploy units command, a list of available units will be shown. By selecting the ammo or fuel field for each unit you can allocate surplus ammo and fuel to each unit. You can then give a unit a command by selecting the action field. After selecting the action field, a menu with different action commands will appear. The action commands are described below.

Move - Select a destination to move your unit to. Once the unit reaches its destination, it will remain there in standby mode.

Defend Base - Select a base for the unit to defend.

Capture Base - Select an enemy base for the unit to capture.

Patrol - A patrolling squadron has no specific destination; it patrols the map and fights whenever it encounters an enemy unit.



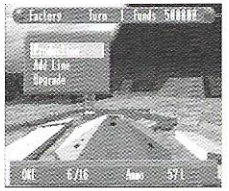
Standby - A unit on standby will remain at its current position until it receives further orders.

Form Unit

Select Form Unit to form a battle unit from available OKEs at your current base. You can have up to three OKEs in a single unit and up to 32 units. Select OKEs that work well together to be a unit.

Factory

The factory menu allows you to manage your OKE production through the following sub-menus.

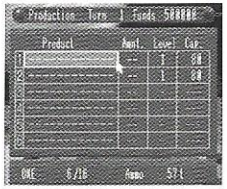


Production - Manage the production of the factory.

Add Line - Add another production line.

Upgrade - Upgrade a production line.

Production



In the production window, you can set what a particular base's factory will produce and which production line will produce it. The production screens display the available production lines in white, with each lines' "Level" and "Capacity" to the right. "Level" signifies the Tech Level of a line while Capacity is the line's Process Capacity per turn. To start production, click on the product field for the desired production line. A list of designs will appear with the available designs in white. To the right of the design name you will see the Tech Level needed to manufacture the design, the cost to produce the design, and the total process units for the design. In order to produce a design, the design must be a master production card and you must use a production line that has a tech level equal to or greater than the tech level necessary for that design. In order to increase the Tech Level of a production line, see the section "upgrade".

You must also remember to produce ammunition at each base. Select "Ammo" to set the selected line to ammo production.

Add Line

Each base's factory is capable of holding three to six production lines, but only two are initially operational. If you can afford the cost, select "Add Line" to make another production line operational.

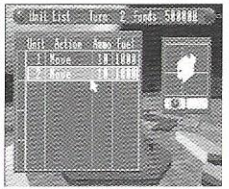
Upgrade

Upgrading a production line increases production efficiency. Production efficiency is represented by the "Level" (Tech Level) and "Capacity" (Process Capacity per turn) of a line. An increase in the Tech Level will allow you to produce more advanced parts, and an increase in the Capacity will result in faster build times.

Select the production line you wish to upgrade at the top of the screen, and then adjust the amount of funds you will invest in the upgrading of a line. The more funds you invest, the greater the production efficiency. Select "OK" and press the "X" button to upgrade the selected line or press the "O" button to cancel the upgrade.

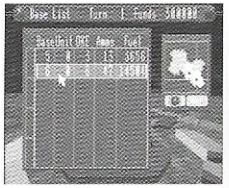
UNIT COMMAND

The unit command screen is used to give orders to battle units currently out in the field. You can give orders to available battle units by selecting an action just like in the "Deploy Units" screen. You can also check the current readiness of a unit's OKEs.



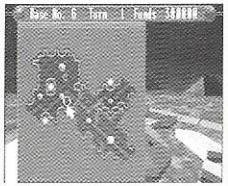
BASE LIST

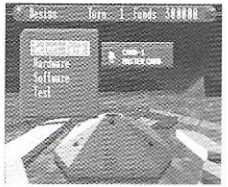
If your forces occupy more than one base, than you must use this command to switch in between the different bases. Once you select "Base List", a complete list of bases occupied by your forces is displayed along with statistics for each base. Select the base you wish to give orders to from the list.



MAP

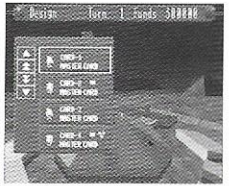
The map displayed on the right side of the screen is the territory you need to conquer. If you select "Map", the menu and other displays disappear and the map is enlarged. You may then select a base or unit to change to. To the left of the "Map" is an icon used to change the current view direction.





In the design section of the game, you can design and program an original OKE from the available hardware blue prints. You may then use your design as a master production card and manufacture your OKE in the factories.

Select Card:	Select a design card.
Hardware:	Select the hardware to be used in your OKE.
Software:	Design the AI of your OKE.
Test:	Test your OKE and see how it fares.



SELECT CARD

A card is a design layout. The various components and software for the design of one OKE are written on a card.

Use the "Select Card" screen to pick the design card you wish to edit. You can have up to 25 different design cards. Use the arrows on the left to scroll through the list of cards. The last three design cards (26-28) are default cards and cannot be modified. If you select a card that already contains data, an additional menu will appear.

Design:	Return to the design screen using the selected card.
Set As/Release Master Card:	Define whether or not a card is a master production card.
Change Design Name:	Change the name of the design.
Copy Card:	Copy the data from one design card to another.
Delete Card:	Delete the selected design card.

Set As/Release Master Card

A Master Card is a completed design. Only a card with the "Master Card" mark can be used to produce OKEs at a factory. Use this option to toggle whether or not the selected card is a "Master Card".

NOTE: If "Release Master Card" is executed, all OKE's previously produced using this design will be scrapped.

Change Design Name

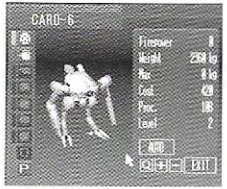
You can keep track of your custom cards by naming them from the "Change Design Name" screen. "Char" displays alpha numeric characters while "Mark" will display symbols.

Copy Card

The "Copy Card" command copies the data of the selected design card to another design card. You cannot overwrite a master card.

Delete Card

The "Delete Card" command will completely erase the selected design card. If you delete a master card, all OKEs produced from that card will be dismantled.



HARDWARE

From the hardware screen, you can design the entire hardware side of your OKE from your available blue prints. You can purchase additional blue prints from weapons manufacturers on the negotiation screen. See the negotiation section for details.

On the left side of the hardware screen, you will see seven icons representing the seven major systems of your OKE and two icons representing supplemental systems. You must select equipment for all seven of the major systems icons in order for your OKE to be operational. The seven major system icons are OKE Body, Engine, Main Weapon, Sub Weapon, CPU, Fuel Tank, and Armor. The two supplemental icons are Optional Equipment and Paint Pattern. You must select an OKE body type and engine before you can select any of the other icons. If you do not wish to specify the hardware for your OKE you can select "Auto" to have an engineer design it for you.

OKE Body

Use the OKE Body icon to select the body style of your OKE. There are four major types (Tank, Two-Leg, Multi-Leg, and Flying) with three sub types for each.

Engine

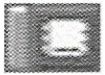
Use the Engine icon to select an engine to power your OKE. The maximum weight an OKE can carry is determined by the engine's power.

Main Weapon

Use the Main Weapon icon to select the type of main weapon and ammunition or energy pack to be used by your OKE.

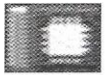
Sub Weapon

Use the Sub Weapon icon to select the type of sub weapon and ammunition to be used by your OKE.



CPU

Use the CPU icon to select the Central Processing Unit to be used in your OKE.



Fuel Tank

Use the Fuel Tank icon to select the size of the fuel tank for your OKE.

Armor

Use the Armor icon to select the thickness of armor for your OKE.

Optional Equipment

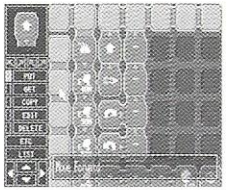
Use the Optional Equipment icon to select special equipment such as Cooling Devices, Missile Interference Devices, and Armor Repair Devices for your OKE. This is a supplemental system and does not need to be selected for your OKE to be operational.

Paint Pattern

Use the Paint Pattern icon to change the color and pattern of the paint on your OKE.

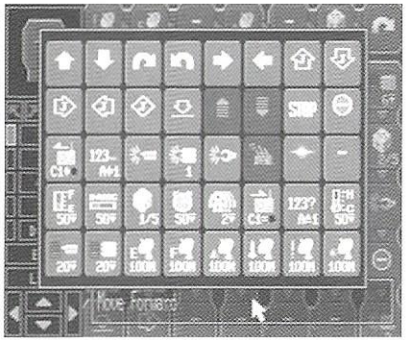
Software

Creating and designing software for an OKE is the most challenging aspect of Carnage Heart and can be the most rewarding. Although the term "software design" is used, you do not actually write a program. Instead, you use chips to command your OKE. There are 40 different chips, each with a unique function. The better you are at "programming", the better your OKE will perform in battle.



The currently selected chip is displayed in the upper left corner of the screen. This is called the selection table. The software is constructed by placing the chips in the chip sockets (the eight-sided segments that occupy the majority of the screen).

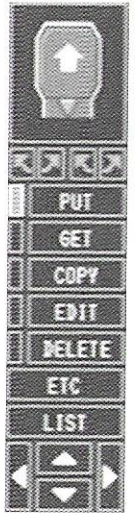
For a complete list of the chips, their functions, and how to use them best, please refer to the Carnage Heart Programming Strategy Guide included with the game.



On the software design screen there are several tools and commands down the left hand side that you may use to assist you in the software programming. The red square to the left of the tools shows which tool is currently active. The cursor is modified to the function of the active tool.

Divergence switching adjustment

Using the four red and green arrows located directly below the chip in the selection table, you can adjust the divergence arrows on the chip in the selection table.



Put tool

This tool allows you to place the chip in the selection table into a chip socket.

Get tool

This tool will change the chip in the selection table to the chip you select from a chip socket.

Copy tool

This tool allows you to copy one or more chips onto a different location of the CPU. To do this, place the cursor over the chip on the CPU that you want to use as the starting point of the copy range and press the X button. A light blue shadow will appear. Adjust the blue shadow with the directional pad until it covers all the chips you wish to copy and press the X button. Move the blue shadow using the directional pad to the desired location and press the X button to complete the copy process. Any chips located within the blue shadowy region will be replaced.

Edit tool

This tool allows you to change the settings of a chip on the CPU. Place the cursor over the chip you wish to edit and press the X button. After you complete your modifications to the chip, press the O button.

Delete tool

This tool allows you to delete a chip from the CPU. Place the cursor over the desired chip and press the X button.

List

Selecting this command will display a table containing all 40 chips. You can select and modify your chip here before placing it in the chip socket. On the software design screen, the R2 button serves the same function as the list command.

ETC

Selecting this command will display the additional commands listed below.

Exit
Quit software programming and return to the design screen.

New
Start a new software design with an empty CPU.

Auto
A Software Engineer will create a standard program for you. However, the program will not always be best suited for your particular OKE.

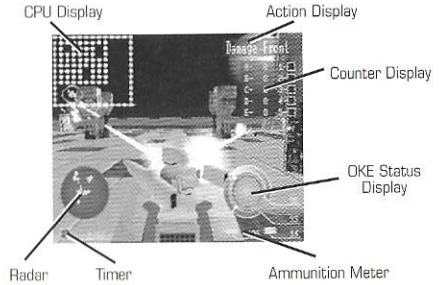
Copy
Copy the software programming from another card.

Test

After completing the design of the OKE's Hardware and Software, you're ready to send it into a simulated battle. On the Virtual Battle Layout screen, you can customize the virtual allies and enemies for the test battle. To change an ally or enemy, select that card by pressing the X button. A list of available cards will appear. Select the card you wish to replace and press the X button to replace or select Cancel to remove the card. You may also choose which battlefield you wish to test your OKE on. There are five fields to choose from, each offering a unique challenge for your OKE. After you are satisfied with the virtual setup, select "OK" to begin a simulated battle.

(1) CPU Display - A complete, reduced diagram of your program is displayed. The moving green box represents the flow of command as it executes your program.

(2) Action Display - The words displayed in the upper right describe the action being executed at that moment.



(3) Counter Display - The table displayed shows which counter and channel are being used at that moment. The letters on the left identifies the counter being used and the numbers on the right identifies the channel being used.

(4) Radar - Your OKE is identified by a White Triangle. Enemy OKEs are identified by a Red Circle. Allied OKEs are identified by a Blue Circle. Any building or obstacle is identified by a Purple Diamond.

(5) OKE Status Display - There are three meters integrated here. The upper right green bar indicates the amount of fuel remaining. The lower left orange bar indicates the OKE's body temperature. The circle in the middle indicates the damage your OKE has sustained.

(6) Ammunition Meter - This meter indicates the remaining ammunition for the OKE's Main Weapon and Sub-Weapon. The ammunition count for the Main Weapon appears on the left and the Sub-Weapon appears on the right.

(7) Timer - The elapsed time of the battle simulation is displayed here.

Design

Select Button

Pressing the Select button on the controller during a battle simulation displays the following menu options.

CPU Display - Toggles the CPU Display "ON" or "OFF".

Counter Display - Toggles the Counter Display "ON" or "OFF".

Action Display - Toggles the Action Display "ON" or "OFF".

Meters Display - Toggles the Radar, OKE Status Display and Ammunition Meter "ON" or "OFF".

Speed - Changes the speed of the battle simulation. There are three speed settings: Normal, Slow, and Very Slow. Normal is default.

Camera - Changes the camera angle you view the battle from. There are five different camera angles to choose from : OKE, Roaming, Aerial, Free, and Pursuit.

Start Button

Pressing the Start button will end the battle simulation and bring up the battle result screen. From this screen if you press either the X or O button, the following menu will appear:

Approve Design - If you are satisfied with your OKE's performance, select this option to set this card as a Master Card.

Review Design - If you feel your OKE's design needs more work, select this option to return to the Virtual Battle Layout screen.

Negotiation

Negotiate with weapon manufacturers to purchase new blue prints, optimize current blue prints, develop new blue prints, and get valuable information on your opponents activities.

Blue Prints: Purchase blue prints of OKE parts and ammunition.

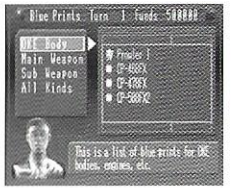
R&D: (Research and Development) Invest to develop new blue prints.

Optimization: Optimize the performance of current blue prints.

Information: Learn valuable inside information about your enemy.

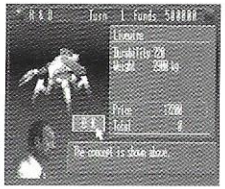
Blue Prints

From the Blue Prints screen, you can purchase blue prints of OKE parts and ammunition. Different companies have different blue prints available, so make sure you check all of the companies for the blue prints you want.


Blue Prints Turn 1 Funds 50000
All Kinds
Main Weapon
Sub Weapon
All Kinds
This is a list of blue prints for OKE bodies, engines, etc.

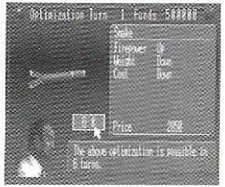
R&D (Research & Development)

You can invest in a company's unfinished blue prints in order to hasten the development process. The more you invest in a blue print, the more likely the blue print will be completed on schedule.



Optimization

Optimization is carried out to increase the efficiency and performance of an existing blue print. When this window is selected, a list of the blue prints available for optimization by the particular company is displayed. Not every blue print is available for optimization.



Information

Some company representatives will reward their good customers with juicy bits of information about their enemies. Use this to your advantage to find out what the enemy is up to.

System

The system menu allows you to save your game's progress, load a save game and change the sound and background music settings.

Save

Select the "Save" command to save your current game's progress. Each save game requires 5 blocks on a memory card, so you'll need additional memory cards to save more than 3 games.

Load

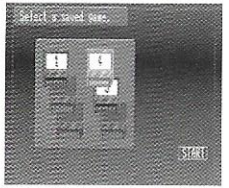
Select the "Load" command to load a previously saved game from a memory card.

BGM

Select the BGM command to adjust the sound settings and select different background music.

End Turn

In Carnage Heart, the passage of time is expressed in units known as "Turns". Turns alternate between you and your computer opponent. Select "End Turn" when you are finished with your strategy; the enemy will then implement its own strategy and battles will occur when opposing forces meet.



You can use the "VS Battle" mode to have OKEs from different save games and memory cards compete against each other in a winner takes all competition. In order for an OKE to compete in the VS Mode, the OKE must be a master card.

Once you select VS Battle from the title screen, a screen displaying six memory cards is shown. The three memory cards on the left represent the three possible save games on a memory card in Slot 1 of you PlayStation and the three on the right represent the three possible save games on a memory card in slot 2. Select the save game you wish to load an OKE from. Once you select a save game you may select any OKEs you wish to enter into the competition. Select "OK" when you have finished your selection. You may then load additional OKEs from another save game or select "Start" to begin the competition. You can select up to 28 OKEs to compete in the

Match Options

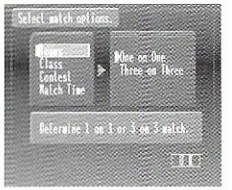
There are several options that you can select before you start a competition.

Teams

Select whether you would like to have a one on one or a three on three competition.competition.

Class

There are three classes of OKEs, differentiated according to their development costs.



Low Class:
Only OKEs whose development cost does not exceed 3500 may compete.

High Class:
Only OKEs whose development cost exceed 3500 may compete.

Unlimited:
No cost restrictions.

Contest

Select whether you would like to have a single match or tournament competition.

Match Time

Choose a time limit from 50, 100, 150, 300, or 600 seconds. When the time limit is reached, the winner is the one who has sustained the least amount of damage overall.

- **Obtain juicy data from the sales representatives.**
  Useful information can be obtained from company sales representatives. Of course, you'll need to loosen their sealed lips with substantial investments in their company.

- **Match weapons to OKE's.**
  In order to maximize profits, companies will only design weapons that match their OKEs. If you are using the Kouger OKE body, for example, you must purchase Kouger-compatible weapons.

- **Production**
  The "Capacity" of a production line refers to the process per turn or how much work can be completed in a turn. If a production line has a capacity of 50 processes per turn and the OKE being produced on that line has a process value of 150, it will take three turns to produce one OKE. To increase the capacity of a production line, choose "Upgrade" from the "Factory" menu.

- **Production amounts in red**
  In some cases, production lines will show a production amount greater than zero in red. This means that either the base hangars are full or that the funds available are not sufficient to continue production. In either case, if the number is red, production has stopped.

- **OKEs revolve 360 degrees**
  It is possible to obtain a 360 degree view of your OKE as well as its individual components. During Hardware configuration, place the cursor over the item, press the "X" or "O" buttons, and move the cursor. The view changes accordingly. The same command can be executed by using the directional buttons and the R1 button.

Notes

Notes

Credits

Sony Computer Entertainment America

Producer:	Seth Luisi
Executive Producer:	Perry Rodgers
Product Manager:	Michelle Vercelli
Marketing Manager:	Ami Blaire
Marketing Product Specialist:	Nemer Velasquez
General Manager:	Shuji Utsumi
Project Manager:	Etsuko Kobata
Business Coordinator:	Pierce Parker
QA Manager:	Mark Pentek
Lead Analyst:	Jeffrey Ng
Assistant Lead Analyst:	Ben Briones Chad Lowe
Analyst:	Jo Aragones Annette Dancel Serguei Savtchenko

Artdink Corperation

Director & Original Game Design:	Masaki Iizuka
Programmers:	Masaki Iizuka Noboru Matsudaira Atsushi Oonuma
Localization:	Kenichi Oohara
Visual & Graphics:	Hisao Yamada Masashi Saitoh Heihachiro Sakurai
Music:	Kousuke Tanaka Shingo Murakami
Sound Effects:	Daisuke Nakakaze
Coordinator:	Hiroki Kagawa
Mechanical Designer:	Kow Yokoyama
Product Licensing Manager:	Mika Hirano

Carnage Heart: Mission Briefing Credits

Narration:	Paul A. Costanzo
Shell & Video Control Programming:	Buzz Burrowes
Video Editing & Digitizing:	Seth Luisi & Buzz Burrowes
Sound Effects & Music Editing:	Nathan Brenholdt
ADR & Dialog Editing:	Buzz Burrowes
Special Thanks:	Lisa Lunger Molly Smith Howard Liebeskind
Manual Layout:	Moore & Price Design

SOFTWARE WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Don't miss out on the New PlayStation™ Underground CD-Mag

URNOTE

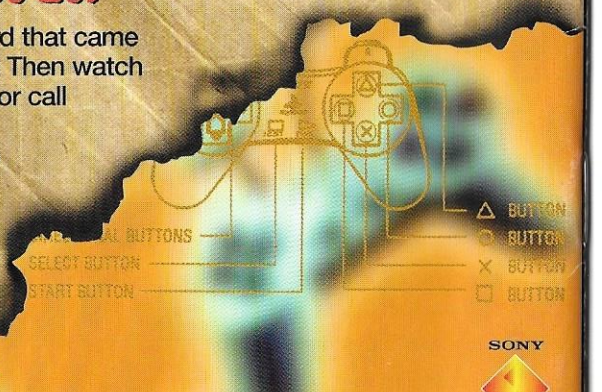
Taking the lead to get gamers the exclusive information they need to win.

- △ interactive game demos
- □ hints and tips
- ○ behind the scenes interviews and reports
- × exclusive codes you want

How do you get it?

Fire off the registration card that came with Carnage Heart today! Then watch your mail for more details or call 1-888-770-SONY (7669).
Get armed with inside info only available from the Undergound.

Remember, each registration card is a ticket to future exclusive freebies.



PlayStation

SONY COMPUTER ENTERTAINMENT

Carnage Heart © 1997 Artdink

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.
URNOTE is a trademark of Sony Interactive Entertainment Inc. © 1997 Sony Interactive Entertainment Inc.